

GOLF

League Rules



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1. EVENT COORDINATOR

An Event Coordinator (EC) is a player in the league who is already registered on a team for that specific season, who has agreed to help coordinate games and manage the facility.

ROLES OF THE EC (INDOOR EXPECTATIONS)

- Arrive early, and act as the onsite contact for the facility.
- Ensure that all the simulators have been set up with the correct teams.
- Update players with pre-game announcements.
- Ensure that games start and end on time -> walk around with roughly 5 minutes left in our permit time and let teams know that they can finish one more hole for the night.
- Record the scores on the scoresheet and submit them to the ESSC office.

ROLES OF THE EC (OUTDOOR EXPECTATIONS)

- Arrive early, and act as the onsite contact for the facility.
- Collect the scores and submit them to the ESSC office.

ROLES OF PLAYERS IN AN EC'D LEAGUE

- *Indoor* – Record the game results on the score sheet after each game.
- *Outdoor* – Record your team name and the game results on the course-provided scorecard. Following each round, turn your scorecard in with the Pro Shop.

2. GAME REQUIREMENTS

League	Total # of Players Required	Minimum # of F Players Required	Maximum # of M/X Players Allowed
Open	2	0	2

The ESSC welcomes people of all gender identity or expression. Minimum female player requirements are inclusive of *anyone* who identifies as a female (i.e. players who identify themselves as M and X will not count towards female player minimums).

3. DEFAULT MINIMUMS & SCORES

Format	Minimum # of Players to Avoid Default – Regular Season	Default Score
Open	1 (No Gender Requirements)	100 (+28)

Because this league utilizes a Scramble format, if only one player shows up, then they must play all their shots. This does not mean that they can play two balls (one for them and one for their partner who is not present). Players **do not** get two shots to choose from if their partner does not show up.

4. FORMAT & EQUIPMENT

GAME FORMAT (INDOOR)

- Pace of play will be important. Teams have two hours to complete as many holes as possible. Once the time limit is reached, teams will finish the hole that they are currently on.
- Players should arrive 15 minutes prior to the scheduled start time.
- Teams will play one round per night, utilizing stroke play, scramble format.

GAME FORMAT (OUTDOOR)

- 9-Holes
- Tee-times will be strict, don't be late.
- Players should arrive a minimum of 15 minutes prior to the scheduled start time.
- Teams will play one round per night, utilizing stroke play, scramble format.

This league will be split into 3 separate events:

- **Regular Season (Indoor)**
 - 3 Weeks | Weeks 1 - 3
 - Stroke Play – Focus is obtaining the lowest possible score, not outscoring the team playing with you.
- **Regular Season (Outdoor)**
 - 3 Weeks | Weeks 4 - 6
 - Stroke Play
- **Playoffs (Outdoor)**
 - 2 Weeks | Weeks 7 - 8

- Stroke Play
- Tiered Playoffs (Division A and Division B). Split evenly based on score following regular season.

EQUIPMENT (INDOOR)

- Players must wear appropriate golf footwear.
- Players will be required to have their own set of golf clubs to use during their match (or share with their partner).
- Players must use the golf balls that are provided by the facility.
- ESSC: The CCT Golf Centre will have golf clubs on site to rent for \$15 per use, but please note that rental supplies are limited.

EQUIPMENT (OUTDOOR)

- Players must wear appropriate golf footwear.
- Player will be required to have their own set of golf clubs to use during their match (or share with their partner)
- Golf courses may have golf clubs for rent, though supplies will be limited, and players will need to organize this with the respective course that they are playing on ahead of time.

5. GAME PLAY

SCRAMBLE PLAY

- Players will choose what position they would like to play their shot from. This does not include the initial shot to begin a hole.
- Players will need to select the position that they want to shoot from each time.
- Each team member hits from the same spot on each shot, with the team selecting the best ball for their next shot. This continues until the completion of the hole.
- Outdoor – For shots off the green, each player must play within a foot of where the ball came to rest, no closer to the hole. For shots on the green, each player must play on the same spot that the ball came to rest. When putting, it's recommended that teams place a marker directly beside the ball prior to the first shot.

SCORING

- In Regular Season & Playoffs players will be utilizing a **Stroke Play** scoring format.
- In Stroke Play, the focus will be to complete the round of golf with the smallest number of strokes possible.
- Indoor - Though teams will be sharing a simulator with another team, the goal is to not solely outscore them during your round.
- Outdoor – Tee times will be grouped into foursomes instead of just pairings. This means that your 9-hole round of golf will be played with another pairing from the league.

RULE DISCREPANCIES / DISAGREEMENTS

- The Event Coordinator can be used to help settle disagreements.
- If there is an issue with the simulator that causes an error in scoring, bring this to the event coordinator or a facility staff member to get the issue resolved.
- Accidental shots may occur during play. Teams are encouraged to talk these issues out together and if a resolution cannot be found, approach the event coordinator. There may be cases where a mulligan can be utilized. However, these instances need to be agreed on by both teams or instigated by the event coordinator.
- There may be cases where the simulator does not capture the shot taken by the player. This was not the fault of the player, so these strokes will not count. The player will simply reset their ball and hit again.
- Gimmes – When playing outdoors, there are **no “gimmes”**. Teams will need to putt out every hole that they play. When playing indoors, shots will be auto-putted at a distance of 10 ft.

How to Handle: A Lost Ball / Unplayable Lie / Out of Bounds / Wooded Areas / Any Water Hazard

- PENALTY: ADD 1 STROKE and use one of the following 4 options:
 1. Place the ball and re-hit from approximately the same spot as your last shot.
 2. Place the ball 2 club lengths from where the ball lies or the point of entry, no closer to the hole.
 3. Keep the point of entry between yourself and the Flag and place the ball on this line, no closer to the hole, back as far as you want.
 4. Keep yourself between the point of entry and our last shot and place the ball on this line, no closer to the hole, back as far as you want.

SIMULATOR SETTINGS

- **Tees**
 - **Men’s Tees:** The tee box that is the closest to a cumulative course length of **6400 yards**, without going over. When playing outdoors, play the tee box that the course has designated as the “Men’s Tee”.
 - **Women’s Tees:** The tee box that is the closest to a cumulative course length of **5400 yards**, without going over. When playing outdoors, play the tee box that the course has designated as the “Women’s Tee”.
- **Auto-Putt**
 - All putts will be auto-putted at a distance of **10 ft. from the hole** (this is for indoor only!).
 - If your shot enters the 10 ft. radius of the hole, your ball will be automatically auto-putted, and an additional stroke will be added to your score.
- **Scramble Mode**
 - This mode allows teams to select the positioning of their next shot. For example, if Player A hits a drive straight up the middle onto the fairway and Player B hits their shot into the woods, both players can select Player A’s position of the fairway for their next shot.

- **Golf Courses**
 - The online schedule will be updated with the virtual golf course that you will be playing each week. During indoor play, all players will play the same course. When playing outdoors, your online schedule will direct you to the golf course that your team will be playing that week.

- **Mulligans**
 - A mulligan is an extra stroke allowed after a poor shot, not counted on the scorecard.
 - Players **will not** have a pre-set number of mulligans to choose from throughout their match.
 - **All strokes will count towards your final score.**
 - **There may be case by case instances where a mulligan may be used. Both teams will need to be in agreement that a mulligan can be used, or the onsite coordinator has given approval for the mulligan.*

- **Ready Play Golf**
 - Players are expected to be ready to take their shots as soon as it is their turn. Players should not leave their match as this will hold up the game for all players.